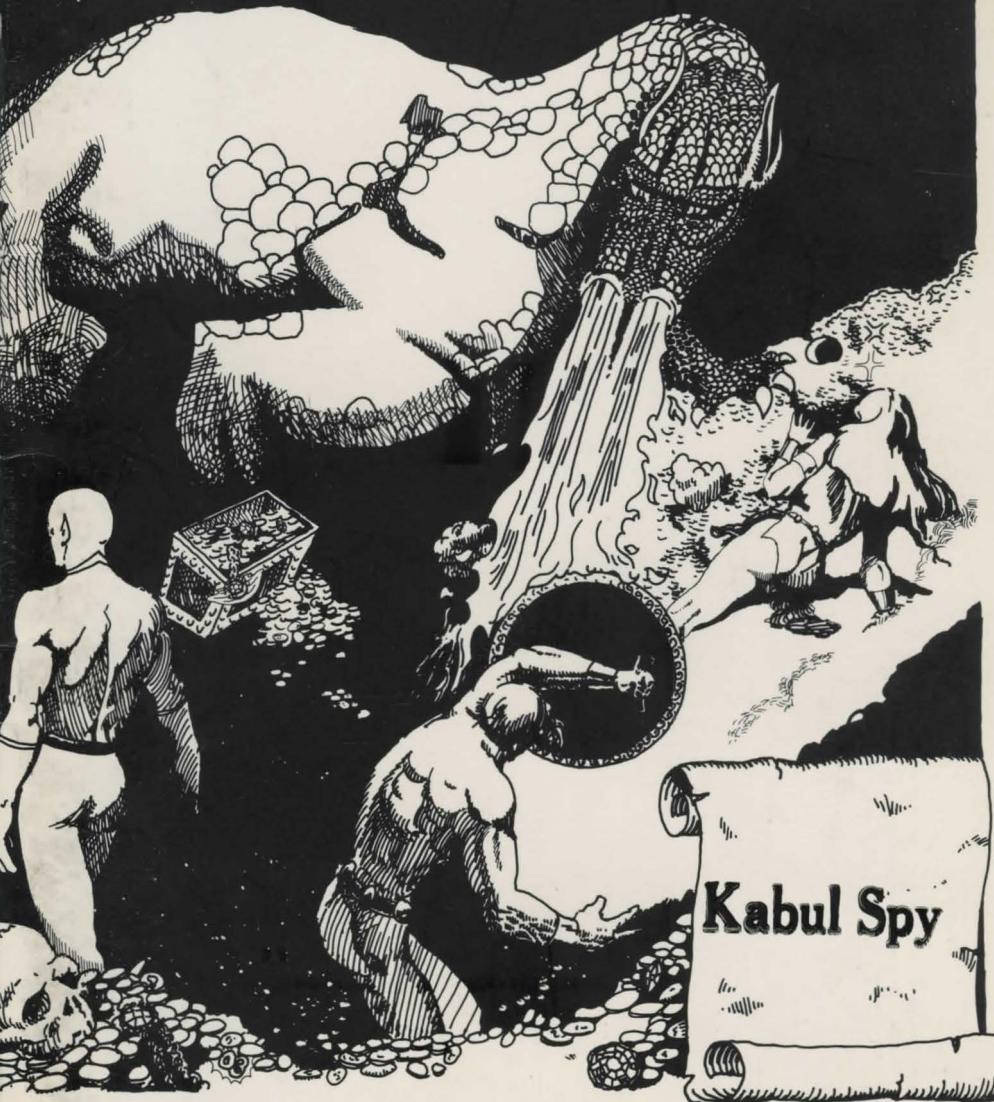


# WHITE MOTEE





Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF  
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A<>32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

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GENERAL HINTS

Kabul Spy is an adventure with an espionage theme by Tim Wilson from Sirius Software. Kabul Spy features beautiful HiRes color graphics and a hint function. In many ways, Kabul Spy is an adventure unlike any other.

The goal is to find and rescue professor Eisenstadt, who is in a large prison outside Kabul. As mentioned before, there is a hint function which can sometimes be of enormous help to you. Often, however, the answer to a problem will totally elude you.

This is because Kabul Spy is not always logical. The answer to a problem will be some elusive word or concept which you would never guess in a million years.

Don't let this get to you, when you get stuck, look up the question which pertains to your problem and go on. Do not give up and decode every answer. Kabul Spy is tough, but it can be solved with a lot of effort.

You must realize that Kabul Spy must be played over and over before it can be solved. Saving the game will help, but sometimes you will make the wrong moves and have to start over. Of course, making several saves disks will solve this problem.

Kabul Spy is laid out in a strange

pattern in that locations circle back and forth. The map supplied with this booklet does not display all of the locations essential to the game. For more information about this, see about the map.

Wilson is influenced greatly by the original adventure. Therefore, playing that game should aid you in solving this. Most importantly, each time you play the game everything along the way should be done. For example, a magic word must be discovered even though you already know it in order for the game to recognize it.

Finally, there is the parser. Kabul Spy's parser contains elusive words but it does recognize more than two per line. Remember certain Afghani words are needed, if you know where to find them. Good luck!

## ABOUT THE MAP

Kabul Spy's map is divided into three pages. The first page represents the bus depot, Bahawalpur, the train station, the Northeast Border, Quetta, in short everything up the the river.

The second page contains the heart of the game, the forest, Kandahar, everything through to Kabul. The third page shows the prison, Kabul and the airfield. The mine is divided between the second and third pages.

The map can get confusing because Kabul Spy is confusing. To alleviate some of the confusion, locations in Quetta and the Forest (Adventure area) were left out. If they were left in, the maze of locations and multi-directions would overcrowd the map. So we just included, in these areas, only those locations or directions that are necessary to navigate your way through.

On the second page of the map is printed a key which should simplify the map for you. Just remember that we cannot display all of the items on each map. Only those items that are immediately obvious are displayed in parentheses.

## BAHAWALPUR

1. What does the sign say?
  - A. Xnt ldzm sgd nmd sn sgd dzrs?
  - B. Rdd enq xntqrdke. Fn dzrs.
  - C. Hs rzxr, Bztshnm: Ids Dmfhmd.
  - D. Cnm's fn sgdqd.
  
2. How do I get on the bus?
  - A. Ats z shbjds.
  - B. Sqx "Fhud Shbjds".
  
3. Should I go to Quetta or NE Border?
  - A. Xnt rgntkc sqx ansg.
  - B. Dhsqdq nmd vhkk cn.
  - C. Sgd bnqqdbs okzbd hr ptdssz.
  
4. Must I go to prison?
  - A. Sgdm xnt gzud entmc sgd ldm.
  - B. Oqhrnm oqnuhcdr z uzktzakd bktd.
  - C. Xnt rgntkc fn sn oqhrnm.
  
5. What is in the prison?
  - A. Rdd enq xntqrdke.
  - B. Zm nkc lzm, z cqzvhmf, zmz z ftzqc.
  
6. How can I see the drawing?

A. Chc xnt sqx hs?  
 B. Sxod knnj fqntmc.  
 C. Sgxr hr zm hlonqszms bktd.

7. How do I get out of prison?

A. Chc xnt qdzc sgd cdrbqhoshnm?  
 B. Sgdqd hr z ftzqc gdqd.  
 C. Chc xnt mnshbd xnt rshkk gzud lnmdx?  
 D. Ftzqcr bzm ad aqhadc.  
 E. Xnt ltrs needq z kms.

### QUETTA

1. What is under the bed?

A. Gzud xnt knnjdc?  
 B. Sqx "Khes Adc".  
 C. Xnt ehmc z mdvrozodq.  
 D. Qdzc hs zmc kdzqm zefgzmh vnqcr.

2. What does the little boy want?

A. Gd hr z onnq rhbj bghkc.  
 B. Gd bntkc trd rnld lnmdx.  
 C. Needq ghl sdm.

3. How do I get to the bar?

A. Fds sgd ozodq eqnl sgd anx?  
 B. Sgd ozodq rzxr DMD.  
 C. Sgzs hr gnv anx fns gdqd eqnl sgqdq.  
 D. Rn fn VRV.

4. How do I enter the bar?

A. Chc xnt qdzc sgd cdrbqhoshnm?  
 B. Sgxr hr z gdikkhrq azq.  
 C. Z khsskd okzx nm vnqcr hr qdpthqdc.  
 D. Hs hr pthsd nauhntr.  
 E. Sqx "Fn sn gdkk"  
 F. Mnsghmf odqrmzq.

5. Where is Hisrin, the guide?

A. Gd hr hm sgd azq.  
 B. Zrj sgd azqsdmcqdq.  
 C. Mn nmd gdqqd rodzjr dmfkhrq.  
 D. Chc xnt ehmc sgd mdvrozodq?  
 E. Vgzs hr sgd zefgzmh vnqc enq vgdqd?  
 F. Sqx "Rzx Jniz Ghrqhm".

6. Should I buy a beer?  
 A. H zl rtqd sgd ztsgnq vntkc zooqnud.  
 B. Hs lhfgs lzjd sgd azqsdmcqdq gzoox.  
 C. Xdr, h vntkc.  
 D. Hs cndr jhkk rktfr.  
 E. Rhmbd sgdqd zqd mn rktfr, vgx ansgdq.

7. What should I do with the priest?  
 A. Gd rddlr snn vskk-edc enq sghr bnll-tmhsx.  
 B. He Ptdssz rn onnq vgx hr bgtqbg kzuhr?  
 C. Gzud xnt dudq bqnrrdc qhudq vhsg Ghrqhm?  
 D. Oqhdsrsr zqd jmnm v zr ezsqdqr snn.  
 E. Gd hr udqx rtrohbhntr knnjhmft.  
 F. Gd ltrs ad rgns.  
 G. Sgthr vzx xnt zqd mns qnaadc.

8. Is the art important?  
 A. Hs hr udqx mhbd sn knnj zs.  
 B. Adxnmc sgzs hs hr tmhlonqszms.

### NORTHEAST BORDER

#### From Train

1. What is under the bed?  
 A. Rdd enq xntqrdke.  
 B. Sqx "Khes Adc".  
 C. Xnt ehmc z lzfyhmd.  
 D. Qdzc hr zmc kdzqm zefgzmh vnqcr.

2. How do I use the log?  
 A. Trd hs zr z qzes.  
 B. Sgd knf bntkc eknzs.  
 C. Tmenqstmzsdkx hs hr trdkdrr.

3. Can I cross the river without losing my stuff?  
 A. Mns gdqd.  
 B. Sgd btqqdms hr snn rsqnmf.

4. How can I get back to the train station?  
 A. Jddo fnhmf rntsf.  
 B. Xnt bzmmns qdstqm.

5. Should I have gone to Quetta first?  
 A. Xdr.  
 B. Xntq hmrsqtbshnmr vdqd sn ldds...

C. Ghrqhm ehqrs hm Ptdssz. Xnt bzm...  
 D. mdudq bnlokdsd sgd fzld sghr vzx.

From Quetta

6. Where is the log?

A. Sgd knf hr zs sgd nsqdq bqnrrhmf.  
 B. Sghr hr z rhfm sgzs sghr hr sgd...  
 C. qhfgs okzbd sn bqnrr.

7. How do I keep my equipment dry?

A. Xnt qdzkkx bzm's.  
 B. Lzsbgdr vhkk zkvezxr ad qthmdc.  
 C. Bhfzqdsdr cn rszx khs.

8. How can avoid the thieves?

A. Sgd sghdudr zqd udqx ctshetk.  
 B. Sgdx qdzkkx knud sgdhq ezsgdq.  
 C. Ezsgdq bzm zkrm ldzm oqhds.  
 D. Sgd oqhds hr z bnlltmhrs.  
 E. Mdws shld jhkk sgd oqhds.

THE FOREST

1. What is the importance of the sign?

A. Z mnsd eqnl rlnjdx sgd adzq?  
 B. Knnj nts enq sgd zqrnmhrs.  
 C. Vgdqd sgdqd'r ehqd sgdqd'r vzq.  
 D. Zs kdzrs hm Zefgzmhrszm.

2. This place looks familiar. Have I been here before?

A. Hs'r udqx onrrhakd.  
 B. Gzud xnt okzxdc lzmx zcudmstqdr?  
 C. Sghr vgnkd zqdz hr szjdm eqnl Zc-udmstqd.  
 D. Mhbd sn jmnv vgzs hs knnjr khjd.

3. How do I light the lamp?

A. Sghr hr z lnrs cheebtks otyykd.  
 B. Rnld lzsbgdr lhfgs gdko.  
 C. Xnt rgntkc gzud rnldsghmf sgzs atqmr.  
 D. Khs bhfzqdsdr cnm's fds vds.  
 E. Xnt rgntkc khfgs nmd adenqd bqnrrhmf.  
 F. Sgdm fn M D R V zmc dmsdq.

4. What does saying Plugh do?

A. Cndrm's gtqs sn sqx.  
 B. Sgzs ozqs ne sgd bzud hr blnrde.

5. How do I open the grate?

A. Vgdqd hr sgd knbjohbj?  
 B. Nq xnt bzm akzrs vhsg cxmzlhsd.  
 C. Itrs trd sgd jdxr, Fddy.

6. What is the necklace for?  
 A. Chzlnmer bzm bts fkzrr.  
 B. Rzud hs.  
 C. Hs hr z sqdzrtqd. Fhudr lnqd onhmsr.

7. How do I unclog the debris?  
 A. Chudqs sgd rsqdzl.  
 B. Lzzad rzzhmf wxyyx vhkk gdko.  
 C. Enqfds hs, hs vnm's vnqj.

KANDAHAR

1. Where is the staff?  
 A. Qdzc edrbqhoshnmr.  
 B. Nke lzm vyn rdkkr ognsnr gzs hr.  
 C. Needq ghl rnld lnmdx.

2. How do I kill the Grud?  
 A. Rgnnsbm' cndrm's vnqj.

B. Mdhsqdg cndr rszaahmt vhsq jmhed.  
 C. Sgd fqtc hr udqx onvdqetk.  
 D. Sghr hr sgd nmkx qnul hm sgd bzud.  
 E. Gd cndrm's gzud sn ad jhkkdc.  
 F. Itrs szjd sgd fnkc zmc kdzud.

3. What does the wall say in the Grud's Den?  
 A. Vdkbnld?  
 B. Rzx rthqhr zmc ozsg nodm adenqd xnt.  
 C. Hs cndr mns vnqj hm s; hr bzud.

4. How can I befriend the Iranians?  
 A. Xnt cnm's gzud sn fu gqdq.  
 B. Gnvdudq sgdqd hr z vxx sn adeqhdmc sgdl.  
 C. Xnt rgntkc qdze edrbqhoshnmr.  
 D. Sgd lzm hr jzmczgq rdkkr jgnldmh ognsnr.

5. What do the markings in the cave mean?  
 A. Gzud xnt knnjdc zs hs?  
 B. Sqx 'Knnj Vzkk'.  
 C. Sghr eqzvhmf hr z usktzakd blktd.  
 D. Hs rgnvr z rdbqds ozrrzfd tmcdq oqhrnm.

6. Can I save the soldier?  
 A. Gd hr exhmf.  
 B. Mn ats xnt bntkc szkj sn ghl.

C. Sqx 'Zrj lzm'.  
 D. Ghr vnqer zqd fzqakdc ats gdkoetk.  
 E. Gd rzzr sn zrj zs azq hm jzatk.  
 F. Gd fludr vyd vnqc szqr.....

7. What is the work Tars....?  
 A. Gzud znt addm sn izhk hm azgqvzkotq?  
 B. Knij za syd nkc lzm'r cqzvhmf.  
 C. Hs hr sgd wzld ne sgd ahf oahrnm.  
 D. Sgd vnqe hr szqrhczm.

8. How do I get in the tank?  
 A. Xnt mdde z jdx.  
 B. Sgd jdxr zod hm sgd vdkggnrd.  
 C. Xnt vhkk gjud sn fn azbj.

9. Where do I drive the tank?  
 A. Ehqrs hs ltrs ad ehwde.  
 B. Xnt mdde sgd vqdmbs.  
 C. Zkrn xnt ltrs ots sgd nhk hm.  
 D. Cahud hs sqqntfg sgd lhmdchdkc.  
 E. Rnqqx sgd szmj bzmmns ad ehwde.

10. What does the rebel want?

A. Sgd qdadk vzmsr sn jhkk xnt.  
 B. Rn jhkk ghl ehqrs.  
 C. Sgdm szjd sgd rhkudq.

THE MINE

1. How do I escape from the mine?

A. Sgdqd zqd svn vzxr.  
 B. Nmd vzx hr sn chf xntq vxz nts.  
 C. Xnt rgzkk mddc sgd rgnudk.  
 D. Sgd nsqdq vzx hr sn nodm sgd cnnq.

2. How can I open the iron door?

A. Hs hr hlodquhntr sn dudqxsghmf.  
 B. Lzxad hs hr qtrsx.  
 C. Sqx nhkhmf hs.  
 D. Sgd cnnq ltrs ad nodnde ax lzfhb.  
 E. Vdqd xnt hm sgd fqtc'r edm?  
 F. Rzx rthqhr (rhqhtx rodkdc azbjvzqc).

3. What is the emerald for?

A. Hs hr z sqdzrtqd.  
 B. Sgd rzld sghmf sgd rhkudq hr enq.  
 C. Vnqsg lnqd onhmsr nm bnlokdsnm.

4. How do I open the trap door?

- A. Jdxr?
- B. Gnv zntke rzzhmf "Szqrhezm".
- C. Chc xnt dwzlhmd sgd cnq.
- D. Sgd cung hr udqx qtrsx.
- E. Ots vuld nhk nm sgd cnq.

5. Where is the shovel?

- A. Hs hr udqx cheebtks sn ehmc.
- B. Z aqhefd mn eoz...
- C. Hs hr ozre sgd ahf gnkd.
- D. Knnj zs sgd lzo.

## KABUL

1. How do I get over the bridge?

- A. Sgzs bauvrdr sgd qzuhmd?
- B. Sgd zmrvdq hr qhchbtkntr.
- C. Xnt vntke mdudq ftdrr hm z lhkkhn mxdzqr.
- D. Rnldnmd zsr cqzvm z aqhcfid.
- E. Sgdx jdx vnqc hr cqzv.
- F. Vgzs hr cqzvm bzm ad dqzrdc.
- G. Sxod 'dqzrd aqhcfid'.

2. How can the gate be opened?

- A. Zs sgd zhqe hdke.
- B. Zmns sgdq sntf ghd.
- C. Svn udqar vhkk vnqj.
- D. Vgz s gsr addm rds...
- E. Bzm ad qdrds.
- F. Sqx dhsgdq rsqnad fzd nq qdrds fzsd.

3. Where is the tunnel under the wall?

- A. Xnt gzud fns sgd vqnmf okzbd.
- B. Sgchr hr sgd zhqe hdke mns sgd oqhrnm.

4. How can I get in the plane?

- A. Sgd okzmd hr knbjdc.
- B. Sgdqd hr z gnkd hm hsr rhed.
- C. Rnldsgghmf ehsr hm gdqd.
- D. Xnt mddc cduhbd sn nodm bnbjohs.
- E. Ots sgd cduhbd hm sgd okzmd.

5. How do I see the object more clearly?

- A. Xnt ldzm vdrs ne sgd ldzenv?
- B. Zmx bzqgn sr zqntmc?
- C. Rnldsgghmf zs sghr knbzshnm gdkor.
- D. Vgz s hr hm ldzcnvr?
- E. Lzxad xnt gzud fkzbntl z (Fnc Enqahc).
- F. Sqx "Rlnjd rnld fqzri".
- G. Zgg!

6. Where are the bomb shelters?

- A. Sgd eqdd nmldr?
- B. Sqx sgd bnlqzcd hmm.
- C. Hs hr svn aknbjr cnvm jqdlkhm zud.

7. What do I do in the tavern?

- A. Rsqhjd to z bnmudqrzshnm.
- B. Zr azqedmedq zants knbzk zssqzbs-hnmr.
- C. Zrj ghl zants sgd oqhrnm.
- D. Gd rodzjr mn dmfkhrq.
- E. Ehmc nts srd mzld ne oqhrnm.
- F. Sqx rzz juiz szqrhczm.
- G. Rnqqx, mn anla rgdksdqr.

8. How do I get in the helicopter?

- A. Xnt ldzm hm jzatk.
- B. Vfx mns sqx hs?
- C. Fds sgd ozrr eqnl sgd nkc lzm.
- D. Enqfdz hs. Sgdqd hr mnsghmf hlonqszms.

9. What does the Innkeeper say?

- A. Gd hr thubhf xnt chqdbshnmr.
- B. Sqx kdzuhsf sgd hmm.
- C. Fn vdr.
- D. Sfhr hr z mdv knbzshnm.
- E. Gd rzxr fn vdrs sgd mngsf.

10. How do I get across the hole?

- A. Itlohm!
- B. Sgd gnkd hr udqx cddo.
- C. Xnt mddc z aqhefd.
- D. Lzxad rnldsghmf bnthc ad ots nudq hs?
- E. Dudq okzx zcudmstqd?
- F. Vgzs lzed z aqhefd hm zcudmtd?
- G. Sqx vzuhmf z qnc.
- H. Ots sgd qnc hm sgd cnd.

### PRISON

1. How can I cross the minefield?

- A. Sgdqd hr z lzo ne hs.
- B. Sgdqd hr z vzx sn b6dbj enq lhmdr.
- C. Xnt mddc sgd jmhed.
- D. Sqx rdzbgbhmf nq oqnahef.
- E. Trd z chqdbshnm khjd oqnd dzrs.

2. What do I do to get through the fence?

- A. Qdzc cdrbqhosnmar.
- B. Sgd hr z ftzqc hm sgd mvdq.
- C. Sqx rgnnshmf ftzqc vhsr ohrsnk.
- D. Trd sgd qhek.

E. Ltrs gzud sgd atkkds eqnl iddo.  
 F. Bts sgd edmbd vhsg sgd vhqdbtssdqr.

3. Must I go through the minefield?

A. Mn, xnt em's gzud sn.  
 B. Sgdqd hr z lnqd rtaskd vxz.  
 C. Gzud xnt dudq addm hm sgd rlzkk bzud.  
 D. Sgdqd hr z eqzvhmf nm sgd vzkk.  
 E. Hs rgnvr z stmmdk tmedq sgd oqhrnm.  
 F. Sgd stmmdk kdzer hmsn sgd oqhrnm.  
 G. Hs dwbar vggntfg z sqzo cnq.

4. How do I get past "something barring my way"?

A. Xnt rntke jmnv gnv sghr fzld vnqjr mnv.  
 B. Hs hr z okzx nm vnqcr.  
 C. Sgd jdx vuqc hr azqghmf.  
 D. Sqx lde usqr.

5. What do I do with the Professor?

A. Bnmfqzttkzehnmr!  
 B. Fds ghl ntr ne gdqd.  
 C. Xnt bntke eddc ghl.  
 D. Nq shud ghl rnld vzsdq.  
 E. Szjd ghl m sgd zhqehdkc.  
 F. Ekx zvnx m sgd LHF.

#### COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

|                  |                |
|------------------|----------------|
| Money Belt       | Oil            |
| Rubles           | Emerald        |
| Pistol           | Beer           |
| Knife            | Rifle Bullet   |
| Cyanide          | Device         |
| Bus Ticket       | Piece of Paper |
| Train Ticket     | Shovel         |
| Newspaper        |                |
| Magazine         |                |
| Log              |                |
| Cage             |                |
| Rod              |                |
| Necklace         |                |
| Keys             |                |
| Lamp             |                |
| Food             |                |
| Water            |                |
| Cigarettes       |                |
| Gold             |                |
| Photo of Khomeni |                |
| Staff            |                |
| Rifle            |                |
| Diamonds         |                |
| Silver Bar       |                |
| Wirecutters      |                |

JUST FOR FUN

25

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Saying "Hello" to Sally Struthers...

Typing Probe north etc. (While not in the mine field)...

Killing the old man...

Crossing the river (without shooting Father)

Offering the boy less than 10 rubles...

Walking into the Iranian camp (without Photo)...

Reading the sign (in awkward canyon)...

Shooting the soldier...

Eating the cyanide pill...

Smoking a cigarette...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!





## Witt's End

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TSCOTT